

# HANDBOOK OF GEOMANCY

[THIS MS. is now first printed from the private copies of certain adepts, after careful examination and collation. It is printed for the information of scholars and the instruction of seekers. By the order of the A.'. A.'. certain formulae have been introduced into it, and omissions made, to baffle any one who may seek to prostitute it to idle curiosity or to fraud. Its practical use and the method of avoiding these pitfalls will be shown to approved students by special authority from V.V.V.V.V. or his deligates.]

A.'. A.'. Publication in Class B.

Issued by Order:

D.D.S. 7 Degree = 4 Square

O.S.V. 6 Degree = 5 Square

N.S.F. 5 Degree = 6 Square

"Direct not thy mind to the vast surfaces of the earth; for the Plant of Truth grows not upon the ground. Nor measure the motions of the Sun, collecting rules, for he is carried by the Eternal Will of the Father, and not for your sake alone. Dismiss from your mind the impetuous course of the Moon, for she moveth always by the power of Necessity. The progression of the Stars was not generated for your sake. The wide aerial flight of birds gives no true knowledge, nor the dissection of the entrails of victims; they are all mere toys, the basis of mercenary fraud: flee from these if you would enter the sacred paradise of piety where Virtue, Wisdom, and Equity are assembled."

## ZOROASTER

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:MACANEH:
:AROLUSE:
:DIRUCUN:
:ALUHULA:
:SERUROC:
:UNELIRA:
:LUSADAM:

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{Illustration goes here. This is a drawing by Austin Osmond Spare of an anthropomorphic figure with a leaping wolf inside. There is a distorted face beneath the wolf, at about the position of the hip or genitalia.}

## A HANDBOOK OF GEOMANCY CHAPTER I

## ATTRIBUTIONS OF GEOMANTIC FIGURES TO PLANETS, ZODIAC, AND RULING GENII

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---SIGN :EL.:GEOM.:SEX: NAME AND MEANING : GENIUS : RULER :PLANET :
----FIG.:-----:
--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
: 1 :Aries :Fire : * : M.: Puer :Malchidael:Bartzabel:Mars :
----: * : Boy, yellow, ----:

```

: : : \* \* : : beardless : : :  
 : : : \* : : : :  
 : : : : : : : :  
 : 2 : Taurus : Earth : \* : F. : Amissio : Asmodel : Kedemel : Venus :  
 : : : \* \* : : Loss, comprehended : : :  
 : : : \* : : without : : :  
 : : : \* \* : : : :  
 : : : : : : : :  
 : 3 : Gemini : Air : \* \* : M. : Albus : Ambriel : Taphthar : Mercury :  
 : : : \* \* : : White, fair : : tharath : :  
 : : : \* : : : :  
 : : : \* \* : : : :  
 : : : : : : : :  
 : 4 : Cancer : Water : \* \* : F. : Populus : Muriel : Chashmo : Moon :  
 : : : \* \* : : People, congreg- : : dai : :  
 : : : \* \* : : ation : : :  
 : : : \* \* : : : :  
 : : : : : : : :  
 : 5 : Leo : Fire : \* \* : M. : Fortuna Major : Verchiel : Sorath : Sun :  
 : : : \* \* : : Greater fortune, : : :  
 : : : \* : : greater aid, safe- : : :  
 : : : \* : : guard entering : : :  
 : : : : : : : :  
 : 6 : Virgo : Earth : \* \* : F. : Conjunctio : Hamaliel : Taphthar : Mercury :  
 : : : \* : : Conjunction, : : tharath : :  
 : : : \* : : assembling : : :  
 : : : \* \* : : : :  
 : : : : : : : :  
 : 7 : Libra : Air : \* : M. : Puella : Zuriel : Kedemel : Venus :  
 : : : \* \* : : A girl, beautiful : : :  
 : : : \* : : : :  
 : : : \* : : : :  
 : : : : : : : :  
 : 8 : Scor- : Water : \* \* : F. : Rubeus : Barchiel : Bartzabel : Mars :  
 : : pio : : \* : : : : :  
 : : : \* \* : : Red, reddish : : :  
 : : : \* \* : : : :  
 : : : : : : : :  
 : 9 : Sagit- : Fire : \* \* : M. : Acquisitio : Advachiel : Hismael : Jupiter :  
 : : tarius : : \* : : : : :  
 : : : \* \* : : Obtaining, compre- : : :  
 : : : \* : : hending without : : :  
 : : : : : : : :  
 : 10 : Capri- : Earth : \* : F. : Carcer : Hanael : Zazel : Saturn :  
 : : : corn : : \* \* : : : :  
 : : : \* \* : : A prison, bound : : :  
 : : : \* : : : :  
 : : : : : : : :  
 : 11 : Aquar- : Air : \* \* : M. : Tristitia : Cambiel : Zazel : Saturn :  
 : : : ius : : \* \* : : Sadness, damned, : : :  
 : : : \* \* : : cross : : :  
 : : : \* : : : :  
 : : : : : : : :  
 : 12 : Pisces : Water : \* : F. : Laetitia : Amnixiel : Hismael : Jupiter :  
 : : : \* \* : : Joy, laughing, : : :  
 : : : \* \* : : healthy, bearded : : :

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■ ■ ■ ■ \* \* ■ ■ ■ ■ ■ ■  
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THE MODE OF DIVINING --- MOTHERS --- DAUGHTERS ---  
NEPHEWS --- WITNESSES --- JUDGE --- RECONCILER ---  
PART OF FORTUNE

4 3 2 1

\* \* 10 \* \* 12 \* 15 \* 15

\* 11 \* \* 6 \* \* 16 \* 15

\* \* 10 \* 9 \* 15 \* \* 16

\* \* 10 \* 7 \* \* 14 \* \* 14

Use clean (virgin) paper; place appropriate Pentagram (either with or without a circumscribed circle) invoking. If a circle, draw this first. Sigil of Ruler to which nature of question most refers should be placed in the Pentagram thus:

Saturn Agriculture, sorrow, death.  
 Jupiter Good fortune, feasting, church preferment.  
 Mars War, victory fighting.  
 Sun Power, magistracy.  
 Venus Love, music, pleasure.  
 Mercury Science, learning, knavery.  
 Moon Travelling, fishing, &c.

In diagram, p. 144, the Sigil of Hismael should be used.

In marking points fix attention on Sigil and on the question proposed; the hand should not be moved from the paper till complete. It is convenient to rule lines to guide the eye.

The daughters are derived by reading the mothers horizontally.

The four nephews, Figures IX-XII, are thus formed: IX = I + II read vertically, added and taken as odd or even. So also XIII = IX + X, and XV = XIII + XIV.

```

. VIII VII VI V IV III II I
. * * * * *
.
Referred to : * * * * *
. * * * * *
.
twelve : * * * * *
.
-: .-.-.-. .-.-.-. .-.-.-. .-.-.-.
Astrological : XII XI X IX
. * * * * *
.
Houses : * * * *
. * * * *
. * * * *
.
.------.------.
XIV XIII
* * * *
LEFT * * * * RIGHT
WITNESS * * * * WITNESS
* *
.------.------.
JUDGE
XV
* *
* *
* *
* *

```

These last three are merely aids to general judgment. If the judge be good the figure is good, and "vice-versa."

The Reconciler = I + XV

To find the part of Fortune Earth (ready money or cash belonging to Querent), add points of the figures I - XII, divide by 12, and remainder shows figure. Here I + II + ... + XII = 74 points = 6 x 12 + 2 .'. Earth falls with

\*  
 \*\* (II)  
 \*  
 \*\*

## CHAPTER III

### OF THE FIGURE OF THE TWELVE HOUSES OF HEAVEN

THE meaning of the twelve Houses is to be found, primarily, in any text- book of Astrology. Knowledge is to be enlarged and corrected by constant study and practice.

Place the figures thus:

I 10th IV 7th VII 5th X 3rd  
 II Asc. V 11th VIII 8th XI 6th  
 III 4th VI 2nd IX 12th XII 9th

### EXAMPLE

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: \ * ^ * * / :
: \ * / \ * / :
: \ * * / * \ * * / :
: * * \ * * / * \ * * / * * :
: * \ 11 * * \ 9 / * * :
: * 12 / \ * * / \ 8 * :
: * * / \ / \ * * :
: / \ / \ :
: / * \ 10 / * * \ :
: / * * \ / * \ :
: \ * ASC / \ 7 * * / :
: \ * * / 4 \ * * / :
: \ / \ / :
: * \ / * * \ / * * :
: * * 2 \ / * * \ / 6 * :
: * * / 3 \ * 5 \ * * :
: * / * * \ * / * * \ * :
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## CHAPTER IV

### TABLES OF WITNESSES AND JUDGE

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-----
: L.W. :R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:
: * * : : : : : :
: * * . * * * . * * * . * * * . * * * . * * * . * * * .
: * * . * * * . * * * . * * * . * * * . * * * . * * * .
: * * . * * * . * * . * * * . * * * . * * * . * * * .
: * * . * * * . * * * . * * * . * * * . * * * . * * * .
: POPULUS : * * * . * * * . * * * . * * * . * * * . * * * .

```

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:-----+-----+-----+-----+-----+-----+-----+-----:
:Life, &c. 1: Mod. : Good : Good : Mod. : Mod. : Evil : Good : Mod. :
:Money, &c. 2: Mod. : Good : Good : Bad : Mod. : Evil : Mod. : Good :
:Rank, &c. 3: Mod. : Good : Good : Mod. : Good : Mod. : Mod. : Bad :
:Property 4: Mod. : Good : Good : Bad : Good : Bad : Mod. : Good :
:Wife, &c. 5: Good : Good : Bad : Good : Good : Bad : Good : Bad :
:Sex ofChild6: 5# : Evil : Dau. : Son : Dau. : Dau. : 5 : Dau. :
:Sickness 7: Asc. : Health: Soon : Health: Peril-: Health: Health: Asc. :
: : : : health: : ous : : : :
:Prison 8: Come : Out : Soon :Out for: Long : Out : Die : Die :
: : out : : out :nothing: : : there : there :
:Journey 9:Good by: Slow : Medium:Good by: Evil : Medium: Medium: Evil :
: : water : : : water : : : :
:Thing Lost10: Found : Found : Part : Not : Found : Lost : Found : Part :
: : : : found : found : : : : found :

```

# Arabic numbers mean that the judgment is determined by the figure in that House of Heaven.

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:-----+-----+-----+-----+-----+-----+-----+-----:
: L.W. :R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:
: * : : : : : : :
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: LAETITIA : * * * * * * * * * * * * * * * * * * * * * * * * *

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:-----+-----+-----+-----+-----+-----+-----+-----:
:Life, &c. 1: Good &: Med. : Med. : Evil : Med. : Med. : Med. : Good :
: : long : : : : : : :
:Money, &c. 2:Increa-: Evil : Med. : Med. : Good : Evil : Med. : Med. :
: : se : : : : : : :
:Rank, &c. 3: Good : Med. : Med. : Good : Good : Evil : Med. : Med. :
: : dignity: : : : : : :
:Property 4: Good : Med. : Med. : Good : Good : Evil : Med. : Evil :
:Wife, &c. 5: Good : Med. : Med. : Evil : Good : Evil : Med. : Good :
:Sex ofChild6: Son : Dau. : Dau. : 5 : Son : 5 : Son : 5 :
:Sickness 7: Health: 11 : Asc. :Danger-: Health: Health: Health: 5 :
: : : : : ous : : : : :
:Prison 8: Late : Come : Come : Come : Soon : Run : Escape: Come :
: : out : out : out : out : out : away : & re- : out :
: : : : : : : :capture: :
:Journey 9:Good in:Hurtful: Evil : Evil : Good : Evil : Return:Good by:
: : end : : : : : : : water :
:Thing Lost10: Found : Found : Part : Part : Part : Part : Part : Part :
: : : : found : found :yielded: found : found :

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:=====+=====+=====+=====+=====+=====+=====+=====:
: L.W. : : : : : : : :
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: VIA * * * * * * * * * * * * * * * * * * * * * * * * *

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:-----+-----+-----+-----+-----+-----+-----+-----:
:Life, &c. 1: Med. : Evil : Med. : Med. : Med. : Evil : Med. : Med. :
:Money, &c. 2: Evil : Evil : Med. : Med. : Med. : Med. : Med. : Med. :
:Rank, &c. 3: Med. : Good : Med. : Med. : Evil : Evil : Med. : Med. :

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Life: 0 1 0 1 1 0 1 0 1 1 1 0 1 1

· Life &c 1: Good : Evil : Good : Med : Med : Med : Good : Med :

• • good • • • • •

·Prison 8: Come : Late : Come : Die : Come : With : Come : Soon :

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.. speed: .....
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• I W • • • • •

\* \* \*

·Life ·8c ·1· Evil · Good · Evil · Suffie · Evil · Good · Evil · Mod ·

·Money ·&amp;c ·2· Evil · Good · Med · Good · Med · Good · Evil · Med ·

• Bank 8c 3: Evil : Good : Evil : Good : Evil : Good : Evil : Mod :

.RANK, &C. 3. EVIL . GOOD . EVIL . GOOD . EVIL . GOOD . EVIL . MED. .  
.FULL . FULL . GOOD . FULL . GOOD . MED . GOOD . FULL . MED .

:Property 4: Evil : Good : Evil : Good : Med. : Good : Evil : Med. :

·Wife &c 5· Evil · Evil · Med · Good · Evil · Good · Evil · Med ·

While, &c. S. LVII . LVII . Med. . Good . LVII . Good . LVII . M

:Sex ofChild6:Dau.die: 5 : Dau. : 5 : Dau. : 5 : Dau. : Dau. :

·Sickness 7· Death · Health· Death · Health· Death · Health· Health

:Prison 8: Peril-: Late :Not out: Come : Die : Run : Come : Come :

```
ng Lost10: Not : Not : Not : Part : Part : Found : Not : Part :
: : found : found : found : found : found : : found : found :
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  * * * * *
 * * * * *
* * * * *
RUBEUS * * * * *

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    . * * * * * . * * * * * . * * * * * . * * * * * .
    . * * * * * . * * * * * . * * * * * . * * * * * .
TRISTITIA : * * * * * . * * * * * . * * * * * . * * * * * .

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:Life, &c. 1: Evil :Suffic-: Evil : Med. : Evil : Med. : Good : Evil :  
::: 'nt :::::

:Money, &c. 2: Med. :Suffic-: Evil : Med. : Evil : Med. : Good : Very :  
::: 'nt ::::: evil :

:Rank, &c. 3: Evil :Suffic-: Evil : Evil : Evil : Good : Good : Evil :  
::: 'nt :::::

:Property 4: Good :Suffic-: Evil : Evil : Evil : Evil : Good : Very :  
::: 'nt ::::: evil :

:Wife, &c. 5: Evil :Suffic-: Evil : Evil : Evil : Evil : Good : Evil :  
::: 'nt :::::



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: PUELLA : ^ ^ ^ . ^ ^ ^ . ^ ^ ^ . ^ ^ ^ . ^ ^ ^ . ^ ^ ^ . ^ ^ ^ . ^ ^ ^ .

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: PUER : . . . . .

: Thing Lost 10: Found : Part : Not : Not : Found : Not : Found : Not :

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CAPUT . \* \* \* . \* \* \* . \* \* \* . \* \* \* . \* \* \* . \* \* \*

:DRACONIS :::::::::::

:Life, &amp;c. 1: Evil : Good : V.good: Evil : Evil : Good : Evil : Good :

```

::: 'nt ::::

```

:Property 4: Evil : Good : V.good: Med. :Suffic-: Good : Evil : Good :

:Wife, &amp;c. 5: Evil : Med. : Good : Evil : Med. : Med. : Evil : Good :

:Sickness 7: ASC. : Health: ASC. : Health: Good : Health: Health: Health:

:Prison 8: Long : Peril-: Come : Hard : 6 : Soon : Come : Out :

:Journey 9: Evil : Med. :Good by: Evil : Evil : Good : Evil : V.good:

:Thing Lost10: Not : Found : Found : Found : Part : Found : Not : Found :

:=====+=====+=====+=====+=====+=====+=====+=====+=====+=====:

\* . . . . .

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 . \* . \* \* \* . \* \* \* . \* \* \* . \* \* \* . \* \* \* . \* \* \* . \* \* \* . \* \* \* .

.CAUDA . \* \* \* . \* \* \* . \* \* \* \* . \* \* \* . \* \* \* \* . \* \* \* \* . \* \* \* \* . \* \* \* \*

```

:DRACONIS : : : : :
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· · · · evil · able · · · ·

.....evil.....'nt.....

Rank, &c. 3. Med. : EVIL : Very : Med. : EVIL : Summ-: Good : EVIL :  
 :::: evil :::: 'nt :::

:Property 4: Good : Evil : Very : Med. : Evil :Suffic-: Good : Med. :  
: : : evil : : :Int : : :

:Wife, &c. 5: Med.: Evil: Very: Med.: Evil: Evil: Med.: Very:  
:evil:evil:

```

:Sex of Child6: Son : 5 : 5 : 5 : 5 : 5 :Son and: 5 :
:.....live :

```

:Sickness : Health: Peril-: Death : Death : Death : Peril-: Health: ASC. :

:Prison 8: Good : Out : Death : Come : Come : Come : Soon :Danger-  
: : and : with : : out :out :pun: out : out : out :

: :: pain : :: ished : :: :  
: journey 9: Evil : Evil : :

evil evil



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:CONJUNCTIO :***.***.***.***.***.***.***.***.***.
:-----+-----+-----+-----+-----+-----+-----+-----+-----+
:Life, &c. 1: Good : Med. : Med. : Good : Evil : Good : Med. : Med. :
:Money, &c. 2: Good : Med. : Med. : Good : Evil : Good : Med. : Med. :
:Rank, &c. 3: Good : Med. : Med. : V.good: Evil : Good : Med. : Hard :
:Property 4: Good : Med. : Med. : V.good: Evil : Good : Med. : Med. :
:Wife, &c. 5: Good : Evil : Med. : V.good: Evil : Good : Good : Med. :
:Sex ofChild6: Son : 5 : 5 : Dau. : 5 : Son : Dau. : Dau. :
:Sickness 7: Long &: Death : Death : ASC. : ASC. : Health: Peril-: Hard :
:: pining: :::: ous ::
:Prison 8: Long : Out : Peril-: Long : Good : Come : Come : Long :
:: time : with : ous :: out : out ::
::: fear :::::
:Journey 9: Slow : Med. :Good by: Good : Med. : Evil : Slow : Hard :
:::Water :::::
:Thing Lost10: Found : Found : Not : Found : Not : Found : Not : Found :
::: found :: found ::
:=====+=====+=====+=====+=====+=====+=====+=====+=====+
: L.W. :::::
:* :::::
.***.***.***.***.***.***.***.***.***.***.
.***.***.***.***.***.***.***.***.***.***.
.***.***.***.***.***.***.***.***.***.***.
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:CARCER :***.***.***.***.***.***.***.***.***.***.
:-----+-----+-----+-----+-----+-----+-----+-----+
:Life, &c. 1: Good : Med. : Good : Good : Med. :Suffic-: Evil : Med. :
:::':nt::
:Money, &c. 2: Good : Evil : Good : Med. : Med. :Suffic-: Evil : Med. :
:::':nt::
:Rank, &c. 3: Evil : Med. : Good : Good : Med. : Med. : Evil : Med. :
:Property 4: Med. : Evil : Good : Good : Med. :Suffic-: Med. : Good :
:::':nt::
:Wife, &c. 5: Evil : Med. : Good : Good : Med. :Suffic-: Evil : Good :
:::':nt::
:Sex ofChild6: Dau. : 5 : Son : Dau. : 5 : 5 : 5 : Dau. :
:Sickness 7: Health: Health: Health: Health: Health: Health: Peril-:Danger-:
:::':nt::
:Prison 8: Good : Soon : Late : Come : Come : Come : Evil : Late :
:: end : out : out : out : out : out ::
:Journey 9: Slow : Good : Slow : Slow : Slow : Slow : Diffi-: Evil :
:::':nt::
:Thing Lost10: Found : Little: Part : Part : Part : Not : Not : Be :
::: found: found: found: found: found : found : found:
:-----,-----,-----,-----,-----,-----,-----,-----,-----,
:-----,-----,-----,-----,-----,-----,-----,-----,-----,
: L.W. :R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:R.W. J.:
:* :::::
.***.***.***.***.***.***.***.***.***.***.
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.***.***.***.***.***.***.***.***.***.***.
:FORTUNA :***.***.***.***.***.***.***.***.***.***.
:MINOR :::::
:-----+-----+-----+-----+-----+-----+-----+-----+
:Life, &c. 1: Good : Med. : Med. : Good : Evil : Med. : Good : Med. :

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:Money, &c. 2: Good : Med. : Med. : Good : Evil : Evil : Good : Med. :  
:Rank, &c. 3: Good : Med. : Med. : Good : Evil : Med. : Good : Evil :  
:Property 4: Good : Med. : Med. : Good : Evil : Med. : Evil : Med. :  
:Wife, &c. 5: Good : Med. : Med. : Good : Evil : Med. : Evil : Med. :  
:Sex of Child 6: 5 : 5 : 5 : Son : Dau. : Son : Dau. : Dau. :  
:Sickness 7: Health: Death : Health: Health: ASC. : Health: Health: Peril-:  
: : : : : : quickly: ous :  
:Prison 8: Come : Come : Hard : Long in: Come : Sorrow: Come : Die :  
: : out : out : prison: prison: out : : out : :  
:Journey 9: Good : Med. : Good : Late : Good : Med. : Med. : Evil :  
: : : : good : : : :  
:Thing Lost 10: Found : Found : Part : Found : Not : Not : Not : Found :  
: : : found: : found : found : found : :  
:-----,-----,-----,-----,-----,-----,-----.

## CHAPTER V

### THE GENERAL MEANING OF THE SIXTEEN FIGURES IN THE TWELVE HOUSES

HEREIN follows a set of general tables of the sixteen figures in the twelve Houses, for the better convenience of forming a general judgment of the scheme. Under the head of each figure separately is given its general effect in whatever House it may happen to fall.

Thus, by taking the House signifying the thing demanded, and also that signifying the end of the matter (fourth House), and noticing what figures fall therein, you may find by these tables their general effect in that position.

-----.  
: ACQUISITIO :  
:Generally very good for profit or gain :  
:-----:  
: 1 : Happy success in all things :  
: 2 : Very prosperous :  
: 3 : Favour and riches :  
: 4 : Good fortune and success :  
: 5 : Good success :  
: 6 : Good, esp. agreeing with 5th :  
: 7 : Reasonably good :  
: 8 : Rather good, not very, the sick :  
: : die :  
: 9 : Good in all :  
:10 : Good in suits, very prosperous :  
:11 : Good in all :  
:12 : Evil, pain, and loss :  
:-----,-----.

-----.  
: FORTUNA MINOR :  
: Good in any matter where a :  
: person wishes to proceed quickly :  
:-----:  
: 1 : Speed in victory or love; but :

: : choleric :  
: 2 : Very good :  
: 3 : Good, but wrathful :  
: 4 : Haste, rather evil, exc. for peace :  
: 5 : Good in all :  
: 6 : Medium in all :  
: 7 : Evil, exc. for war or love :  
: 8 : Evil generally :  
: 9 : Good, but choleric :  
:10 : Good, exc. for peace :  
:11 : Good, esp. for love :  
:12 : Good, exc. for alteration or :  
: : serving another :  
-----.

-----.  
: AMISSIO :  
: Gd for loss of substance, and sometimes :  
: for love, but v. bad for gain :  
-----:  
: 1 : Ill in all but for prisoners :  
: 2 : V. evil for money, good for love :  
: 3 : Ill end, exc. in quarrels :  
: 4 : Ill in all :  
: 5 : Evil, exc. for agriculture :  
: 6 : Rather evil, exc. for love :  
: 7 : V. good for love, otherwise evil :  
: 8 : Excellent in all questions :  
: 9 : Evil in all :  
:10 : Evil, exc. for women's favour :  
:11 : Good for love, otherwise bad :  
:12 : Evil in all :  
-----.

-----.  
: LETITIA :  
: Good for joy, present or to come :  
-----:  
: 1 : Good exc. in war :  
: 2 : Sickly :  
: 3 : Ill :  
: 4 : Meanly good :  
: 5 : Excellently good :  
: 6 : Evil generally :  
: 7 : Indifferent :  
: 8 : Evil generally :  
: 9 : Very good :  
:10 : Good rather in war than in peace :  
:11 : Good in all :  
:12 : Evil generally :  
-----.

-----.  
: FORTUNA MAJOR :  
: Good for gain in things where a person :

: has hopes to win :  
:-----:  
: 1 : Good, save in secrecy :  
: 2 : Good, save in sad things :  
: 3 : Good in all :  
: 4 : Good in all but melancholy :  
: 5 : Very good in all :  
: 6 : Very good, exc. for debauchery :  
: 7 : Good in all :  
: 8 : Moderately good :  
: 9 : Very good :  
:10 : Exceedingly good, to go to superiors :  
:11 : Very good :  
:12 : Good in all :  
:-----.

:-----.  
: TRISTITIA :  
: Evil in almost all things :  
:-----:  
: 1 : Med., but good for treasure and :: : fortifying :  
: 2 : Med., but good to fortify :  
: 3 : Evil in all :  
: 4 : Evil in all :  
: 5 : Very evil :  
: 6 : Evil, exc. for debauchery :  
: 7 : Evil, but in secrecy good :  
: 8 : Gd. for inheritance and magic only :  
: 9 : Evil, exc. for magic :  
:10 : Evil, exc. for fortification :  
:11 : Evil in all :  
:12 : Evil, but good for magic and :: : treasure :  
:-----.

:-----.  
: PUELLA :  
: Good in all demands, especially :  
: those relating to women :  
:-----:  
: 1 : Good, exc. in war :  
: 2 : Very good :  
: 3 : Good :  
: 4 : But indifferent :  
: 5 : V.good, but notice the aspects :  
: 6 : Good, but esp. so for debauchery :  
: 7 : Good, exc. for war :  
: 8 : Good :  
: 9 : Good for music, otherwise medium :  
:10 : Good for place :  
:11 : Good, and love of ladies :  
:12 : Good in all :  
:-----.

:-----.  
: ALBUS :

: Good for profit and for entering into :  
: a place of undertaking :  
:-----:  
: 1 : Good for marriage; mercurial; peace:  
: 2 : Good in all :  
: 3 : Very good :  
: 4 : Good, exc. in war :  
: 5 : Good :  
: 6 : Good in all :  
: 7 : Good, exc. in war :  
: 8 : Good :  
: 9 : A messenger brings letters :  
:10 : Excellent in all :  
:11 : Very good :  
:12 : Marvelously good :  
:-----.

:-----.  
: PUER :  
: Evil in most demands, except :  
: those relating to war and love :  
:-----:  
: 1 : Indifferent; best in war :  
: 2 : Good, but with trouble :  
: 3 : Good fortune :  
: 4 : Evil, exc. in war and love :  
: 5 : Medium good :  
: 6 : Medium :  
: 7 : Evil, save in war :  
: 8 : Evil, exc. in love :  
: 9 : Evil, exc. for war :  
:10 : Evil rather; good for love and :: : war; else medium :  
:11 : Medium; good favour :  
:12 : Very good in all :  
:-----.

:-----.  
: CONJUNCTIO :  
: Good with good, and evil with evil :  
: Recovery of things lost :  
:-----:  
: 1 : Good with good, evil with evil :  
: 2 : Commonly good :  
: 3 : Good fortune :  
: 4 : Good, save for health. "Cf." 8th :: : House's figure :  
: 5 : Medium :  
: 6 : Good for immorality only :  
: 7 : Rather good :  
: 8 : Evil, death :  
: 9 : Medium good :  
:10 : For love good, for sickness evil :  
:11 : Good in all :  
:12 : Medium, bad for prisoners :  
:-----.



.-----.  
: RUBEUS :  
: Evil in all that is good, and good :  
: in all that is evil :  
:-----:

: 1 : Destroy the figure :  
: 2 : Evil in all :  
: 3 : Evil, exc. to let blood :  
: 4 : Evil, exc. in war and fire :  
: 5 : Evil, exc. for sowing seed :  
: 6 : Evil, exc. for blood-letting :  
: 7 : Evil, exc. for war and fire :  
: 8 : Evil :  
: 9 : Very evil :  
:10 : Dissolute, love, fire :  
:11 : Evil, exc. for blood-letting :  
:12 : Evil in all :  
:-----.

.-----.  
: CARCER :  
: General evil, delay, binding, stay, :  
: bar, restriction :  
:-----:  
: 1 : Evil, exc. to fortify a place :  
: 2 : Good in Saturnian questions, :: : otherwise evil :  
: 3 : Evil :  
: 4 : Good, only for melancholy :  
: 5 : Receive a letter in three days, evil :  
: 6 : Very evil :  
: 7 : Evil :  
: 8 : Very evil :  
: 9 : Evil in all :  
:10 : Evil, save for hid treasure :  
:11 : Much anxiety :  
:12 : Rather good :  
:-----.

.-----.  
: CAPUT DRACONIS :  
: Good with good, evil with evil; gives :  
: a good issue for gain :  
:-----:  
: 1 : Good in all :  
: 2 : Good :  
: 3 : Very good :  
: 4 : Good, save in war :  
: 5 : Very good :  
: 6 : Good for immorality only :  
: 7 : Good, esp. for peace :  
: 8 : Good :  
: 9 : Very good :  
:10 : Good in all :  
:11 : Good for the Church and eccle- :: : siastical gain :

:12 : Not very good :

-----.

-----.

: VIA :

:Injurious to the goodness of other figs.:

: generally, but gd. for journeys & :

: voyages :

-----:

: 1 : Evil,, exc. for prison :

: 2 : Indifferent :

: 3 : Very good in all :

: 4 : Good in all, save love :

: 5 : Voyages good :

: 6 : Evil :

: 7 : Rather good, esp. for voyages :

: 8 : Evil :

: 9 : Indifferent; good for journeys :

:10 : Good :

:11 : Very good :

:12 : Excellent :

-----.

-----.

: CAUDA DRACONIS :

:Good with evil, and evil with good; good:

: for loss, and for passing out of an :

: affair :

-----:

: 1 : Destroy the figure :

: 2 : Very evil :

: 3 : Evil in all :

: 4 : Good, esp. for conclusion of :

: : the matter :

: 5 : Very evil :

: 6 : Rather good :

: 7 : Evil, war, and fire :

: 8 : No good, exc. for magic :

: 9 : Good for science only; bad for :: : journeys; robbery :

:10 : Evil, save in works of fire :

:11 : Evil, save for favours :

:12 : Rather good :

-----.

-----.

: POPULUS :

: Sometimes good, sometimes bad; good :

: with good, evil with evil :

-----:

: 1 : Good for marriage :

: 2 : Medium good :

: 3 : Rather good than bad :

: 4 : Good in all but love :

: 5 : Good in most :

: 6 : Good :

: 7 : In war good, else medium :  
 : 8 : Evil :  
 : 9 : Look for letters :  
 :10 : Good :  
 :11 : Good in all :  
 :12 : Very evil :  
 .---,-----.

## CHAPTER VI

### OF THE ESSENTIAL DIGNITIES OF THE FIGURES IN THE HOUSES; OF THE ASPECTS OF THE HOUSES; AND OF THE FRIENDSHIP AND ENMITY OF THE RULERS IN ASPECTS, ETC.

BY Essential Dignity is meant the strength of a figure when found in a particular House. A figure is therefore strongest in what is called its House; very strong in its Exaltation; strong in its Triplicity; very weak in its Fall; weakest of all in its Detriment. A figure is in its Fall when in a House opposite to that of its Exaltation; in its Detriment when opposite to its own House. The following list shows the Essential Dignities; that is to say, they follow the Dignities of their Ruling Planets, considering the twelve Houses of the scheme as answering to the twelve signs, thus: ASC. to Aries, 2 to Taurus, 3 to Gemini, &c., ... 12 to Pisces. Therefore Mars figures will be strong in ASC. and weak in 7th and so on. "See" chapter i. for attribution of figures to planets.

\* \* is strong in Dignities of Jupiter and Venus

\*  
 \*  
 \*

\* is strong in Dignities of Saturn and Mars

\*  
 \*  
 \* \*

### TABLE OF ESSENTIAL DIGNITIES

{WEH NOTE: These tables of dignities are corrupt in places. They have not been corrected here, but copied as they stand in the 1st edition EQUINOX}

.---,-----.  
 : --- : HOUSE : EXALTATION : TRIPPLICITY : FALL : DETRIMENT :  
 :---+-----+-----+-----+-----+-----:  
 : ASC. : 1121, 2122, : 2211, 1122 :2211,1122,2121,: 1221, 2221 : 1212, 1211 :  
 : : 1112 : : 1222, 2111 : : :  
 : : : : : :  
 : 2 : 1212, 1211 : 2222, 1111 :2222,1111,1212,: --- : 1121, 2122,:  
 : : 2111 : : 1211, 2111 : : 1112 :  
 : : : : : :  
 : 3 : 2112, 2212 : 2111 :1221,222 12212,: 1112 : 2121, 1222,:  
 : : : 2112, 112 : : 2111 :  
 .---,-----.

TABLE OF ESSENTIAL DIGNITIES---"continued"

```

-----
: --- : HOUSE : EXALTATION : TRIPLICITY : FALL : DETRIMENT :
:-----+-----+-----+-----+-----+-----:
: :::::
: 4 : 2222, 1111 : 2121, 1222 : 1121,2122,1112 : 1121, 2122 : 1221, 2221,:
: ::::: 1112 :
: :::::
: 5 : 2211, 1122 : --- : 2211,1122,2121,: --- : 1221, 2221,:
: ::::: 1222, 2111 : 1112 :
: :::::
: 6 : 2112, 2212 : 2112, 2212 : 2222,1111,1212,: 1212, 1211 : 2121, 1222,:
: ::::: 1211, 2111 : 2111 :
: :::::
: 7 : 1211, 1212, : 1221, 2221 : 1221,2221,2212,: 2211, 1122 : 1121, 2122,:
: ::::: 2111 : 2112, 1112 : 1112 :
: :::::
: 8 : 2122, 1121, : --- : 1121, 2122, : 2222, 1111 : 1212, 1211,:
: ::::: 1112 : 1112 : 2111 :
: :::::
: 9 : 2121, 1222, : 1112 : 2211,1122,2121,: 2111 : 2212, 2112 :
: ::::: 2111 : 1222, 2111 :
: :::::
: 10 : 1221, 2221, : 1121, 2122 : 2222,1111,1212,: 1222, 2121 : 2222, 1111 :
: ::::: 1112 : 1211, 2111 :
: :::::
: 11 : 1221, 2221, : --- : 1221,2221,2212,: --- : 2211, 1122 :
: ::::: 1112 : 2112, 1112 :
: :::::
: 12 : 1222, 2121, : 1212, 1211 : 1121, 2122, : 2212, 2112 : 2212, 2112 :
: ::::: 2111 : 1112 :
: -----

```

## THE ASPECTS OF THE HOUSES

The ASC. is aspected by 11, 10, 9 (as Sextile Quartile and Trine ) Dexter and by 3, 4, 5 ... Sinister, and has 7 in opposition.

The Dexter aspect is that which is "contrary" to the natural order of the Houses; it is stronger than the Sinister. So for other Houses. Figures have Friends and Enemies: --- Saturn : Jupiter Sun Mercury Moon Friends; Mars Venus Enemies. Jupiter : Saturn Sun Venus Mercury Moon; and Mars. Mars : Venus; and Moon Saturn Sun Mercury. Sun : Jupiter Sun Venus Mercury Moon; and Saturn. Venus : Jupiter Sun Mars Mercury Moon; and Saturn. Mercury : Saturn Jupiter Sun Venus Moon; and Mars. Moon : Jupiter Sun Venus Mercury; and Saturn and Mars.

Also figures of Fire are sympathetic with those of Fire, friendly with Air and Earth; hostile to Water.

So Water symp. Water, friendly Air and Earth, and host. Fire: Air symp. Air, friendly Fire and Water, and host. Earth. Earth symp. Earth, friendly Water and Fire, and host. Air. Again, sign figures are friends to those Sextile or Trine, and hostile to those Quartile or in Opposition.

## CHAPTER VII

### OF THE GENERAL METHOD OF JUDGING A FIGURE

\* \* \*  
\* \*  
\* \* \*

REMEMBER always that if \* \* or \* \* fall in the Ascendant, the figure is not fit for judgment. Destroy it instantly, and erect a new figure not less than two hours afterwards.

Your figure being thoroughly arranged as on p. 144, note first to what House the demand belongs. Then look for Witnesses and Judge in their special table, and see what is said under the head of the demand. Put this down.

Note next what figure falls in the House required (if it spring into other Houses, these too should be considered); "e.g.", in a question of money stolen, if the figure in 2nd be also in 6th it might show the thief to be a servant in the house. Look next in the Table of Figures in the Houses, and see what the figure signifies in the especial House under consideration. Put this down also. Then by the Table of Aspects (p. 158) note down the figures Sextile Quartile Trine and Opposition, putting good on one side, evil on the other; noting also the strength or weakness, friendliness or hostility to the figure in the House required, of these figures. Then add the meaning of the figure in the 4th, to signify the end of the matter. It may also assist you to form a Reconciler from the figure in the House required and the Judge, noting what figure results and whether it harmonises with one or both by nature (pp. 158, 159). Now consider all you have written, and according to the balance of Good and Evil, form your final judgment. Consider also always in money questions where the part of Fortune falls. Take, "e.g.", the figure on p. 144, and form a judgment for loss of money in business therefrom.

Tables of Witnesses and Judge say: Moderate.

\*  
\* \*  
\* \*

In 2nd is \* . Evil, showing obstacle, delay.

\*  
\* \*  
\*

Part of Fortune Earth is in ASC. with \* \*, showing loss through Querent's own blunders.

\*  
\* \*  
\* \*

\* Springs into no other House; ∴ this does not affect the question.

\* \* \* \* \*  
\* \* \* \* \*  
\* \* \* \* \*

The figures Sextile and Trine of 2nd are \* \*, \* , \* \*, and \* , all good figures and friendly in nature = Well-intentioned help of friends.

\* \* \* \* \*  
\* \* \* \* \*

The figures Quartile and \* \* \* \* \*  
Opposition are \* \*, \* \*, \* \*, which are not hostile to \* ;  
therefore shows opposition not great.

\* \*  
\* \*

\*

The figure in the 4th is \* , which shows a good end, but with anxiety.

\*

\*

\* \*

Forming a Reconciler, we get \* \* again, a sympathetic figure, but denoting delay = Delay, but helping Querent's wishes.

Adding all together ---

1. Medium;
  2. Evil and obstacles, delay;
  3. Loss through Querent's self;
  4. Strength for evil, medium only;
  5. Well-intentioned aid of friends;
  6. Not much opposition from enemies;
  7. Ending good, but with anxiety;
  8. Delay, but helping Querent's wishes ---
- we formulate this judgment:

That the Querent's loss in business has been principally owing to his own mismanagement; that he will have a long and hard struggle, but will meet with help from friends; that his obstacles will gradually give way; and that after much anxiety he will eventually recoup himself for his previous losses.

{Illustration: This is another by AOS, formed this time in an abstract of female primary and secondary sexual attributes in contrast to the male elements in the first. There is a large face suggested in the drawing, to the right and center.}

-oOo-